

S. E. U. I. S.*



LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the diskette on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase the diskette proves defective in any way, you may return it to Strategic Simulations, Inc., 465 Fairchild Drive, Suite 108, Mountain View, CA 94043 and SSI will replace it free of charge. In addition, if the diskette proves defective at any time after the first 30 days, return the diskette to SSI and SSI will replace it for a charge of \$10.00. Please allow about four weeks for delivery.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.)

The enclosed software program and this Rule Book are copyrighted. All rights are reserved. This Rule Book may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine-readable form, in whole or in part, without prior written consent from SSI. The program accompanying this Rule Book may be copied, by the original purchaser only, as necessary for use on the computer for which it was purchased.

**© 1982 by Strategic Simulations, Inc.
All Rights Reserved.**

TABLE OF CONTENTS

INTRODUCTION

I. SEUIS	1
1. START THE GAME	1
2. INTRODUCTORY GAME	1
3. THE ROSTER PHASE	1
4. THE STAR MAP	3
5. MOVEMENT	4
5.1 Elapsed Time Units	4
5.2 The Countdown Clock	4
5.3 Speed of Movement	4
5.4 The Squadron Display	4
5.5 Direction of Movement	4
5.6 Moving Through Star Systems	5
5.7 Other Movement Rules	5
5.8 Accumulated Production Points	5
6. CAPTURING ENEMY STAR SYSTEMS	5
6.1 Capturing Enemy Resource Centers	5
7. SPECIAL OPTIONS DURING COUNTDOWN	6
8. PREPARING FOR COMBAT	6
8.1 The Energy Allocation Phase	6
8.2 Choosing a Champion	7
9. COMBAT	7
9.1 Manuevering	7
9.2 Using Your Weapons	8
9.3 Battle Royal	8
9.4 Damage	9
9.5 Victory	9
9.6 Interrupting Combat	9
10. PRODUCTION	9
11. SELECT OPTIONS PHASE	10
12. THE SCENARIOS	10
12.1 Battle in the Pleiades	10
12.2 The Great Battle	11
12.3 The Final (Maybe) Battle	11
12.4 Time Limits	12
12.5 Reinforcements	12
12.6 Victory Conditions	12
12.7 Ending the Game	12
13. SAVE A GAME	13
14. RESTART A SAVED GAME	13
15. WATCH A DEMONSTRATION GAME	13
16. COMBAT PRACTICE	13
17. THE ARTIFICIAL INTELLIGENCE	13
II. MAKE A GAME	13
1. THE SPACE GAMER'S TOOLKIT	13
2. CHANGE SQUADRON PROTOTYPES	17
3. CHANGE CRUISER, FIGHTER AND PRODUCTION PROTOTYPES	18
4. MAKE A NEW FLEET	19
5. DEPLOY A NEW FLEET	20
6. PLAY A NEW GAME	20
7. A SUMMARY OF THE SPACEGAMER'S TOOLKIT	21
III. FROM THE CHRONICLES OF OZGORTH	21
IV. CREDITS	28

INTRODUCTION

SEUIS (Shoot 'Em Up in Space) or the Spacegamer's Tool Kit, is both a new game of war in space, and a toolkit for inventing your own scenarios, fleets, and ships.

SEUIS is a new episode in the military fantasy saga that began with THE SHATTERED ALLIANCE, the tale of rivalry and valor fought on the planet of Ozgorth in the days before modern weapons. SEUIS takes that story into the 24th Century, into the middle of an all-out war between high-performance space battlecruisers and fighters, battling for dominance in the Universe.

Using maps of different sectors of the Universe, and one of three different scenarios, you must move each of your squadrons before the countdown clock runs down to zero, trying to capture your enemy's star systems or defend your own. When two opposing squadrons meet each other in space, the game switches to a real-time combat phase, where you must outmaneuver and outshoot your opponent's ships.

THE SPACEGAMER'S TOOL KIT lets you design your own cruisers and fighters, assemble your own squadrons and fleets, and deploy them however you like on your different star maps. You can even speed up the game by shortening the time limit on each turn. Practically the only limit to your game is your imagination.

I. SEUIS

1. STARTING THE GAME

Insert the game disc in your disc drive, and the game will automatically begin. If you have a Pascal system you must use your Basics disk. Your screen will display these choices:

1. Play the INTROductory game
2. Play a New Game
3. Restart a SAVED Game
4. CREATE a Game
5. Combat Practice
6. Watch the Demonstration Game

Which?

If you are ready to try the introductory game, press 1 and RETURN.

NOTE: You must always press RETURN after you type an entry, unless specifically told otherwise.

2. INTRODUCTORY GAME

The scenario you are about to play is one of the three drawn from the Chronicles of Ozgorth, parts of which appear in the back of this rule book. A large force of enemy ships attacks a friendly star system, and must be repelled.

3. THE ROSTER PHASE

First a fleet roster appears on your screen, looking like this:

SC1R.FLT ROSTER						
#	ID	SYM	STATUS	CR ABC	FT DEF	PP COST
8	1	H	ON MAP	000	104	104
9	1	H	ON MAP	000	104	104
10	2	H	ON MAP	000	050	110
11	3	H	ON MAP	000	210	118
12	5	H	ON MAP	011	120	166

TOTAL COST: 602

Let's look at each line:

SC1R.FLT ROSTER

This is the roster of the first fleet that will battle in the scenario. SC1R.FLT is the name of the fleet. SC1 tells you this fleet belongs to Scenario 1; R tells you this fleet belongs to the Right, Green, or Ozgorthian player. Data about his fleet will always appear on the right side of the screen.

Next comes a list of the squadrons in this fleet.

#	ID	SYM	STATUS	CR ABC	FT DEF	PP COST
8	1	HH	ON MAP	000	104	104

8 is the SQUADRON NUMBER.

The ID number, or number of the prototype, is 1. This will be explained when you start to build your own fleets.

The SYMBOL of this squadron tells you that this is a Light Squadron. These are the symbols for the three types of squadrons:

HH *Light Squadron*

Light squadrons are usually made up entirely or mostly of fighters, and are the fastest-moving squadrons.

HH *Medium Squadron*

Medium squadrons usually contain at least one cruiser, and are slower than light squadrons.

HH *Heavy Squadron*

Heavy Squadrons, with several cruisers, are slow but powerful.

STATUS

"ON MAP" tells you that the squadron will appear on the map at the beginning of the scenario. In the third scenario some squadrons appear after the first turn. The Status will say GROUP 1 or GROUP 2 to tell you in what order these squadrons will arrive.

CR
ABC
000

This part of the roster tells you that this squadron has no cruisers.

Cruisers are slower than fighters, but much harder to destroy. They are traditionally classed in this way:

- Class A: Battleships
- Class B: Heavy battle-cruisers
- Class C: Light battle-cruisers

FT
DEF
104

This part of the display tells you that your squadron has a total of five fighters. These are traditionally named this way:

- Class D: Destroyer Fighters
- Class E: Escort Fighters
- Class F: Light Fighters

Destroyer Fighters are as powerful as many cruisers, and faster. Light Fighters are very fast, but vulnerable.

PP
COST
104

This part of the display tells you that your squadron cost 104 production points to build.

PRODUCTION POINTS, ENERGY UNITS AND MIDSHIPS

Each ship has a certain number of energy units and midships:

ENERGY UNITS are needed to charge each ship's weapons and shields and to set its rate of fire before the combat phase.

MIDSHIP UNITS measure the amount of damage that a ship can survive before it explodes.

The total number of PRODUCTION POINTS of a squadron is calculated from the total number of energy units and midship units of all the ships in the squadron. Production Points play two parts in this game:

The production point total of a squadron sets its speed in the strategic movement phase.

Since the number of production points is the cost of building a squadron, it decides how quickly more squadrons like it can be built by your Resource Centers.

You are now ready to begin playing the introductory game. Since the RAPIDFIRE system moves very quickly, you should understand the rules of movement and combat BEFORE you begin playing. Read all the way through section 10 before you press RETURN to continue the game.

4. THE STAR MAP

A star map is a map of the sector of space where the battle will be fought. There are several different types of star systems visible.

BRIGHT STARS

These large star systems contain two or more technologically advanced planets with a high industrial capacity. These planets are commercial and economic centers which can produce additional starships. Each bright star system occupies the space of four single stars.

MAJOR STARS

Each of these systems contains one advanced planet with full starship manufacturing capacity.

MINOR STARS

These systems contain only pastoral or undeveloped-civilizations, although some planets have been colonized and can be used to build new ships.

SINGLE STARS

These star systems contain no inhabited planets.

SMALL STARS

These areas of space contain dense concentrations of stars, asteroids, and the debris of exploded stars.

All starships must reduce speed to navigate through sectors containing bright, major, minor, and small stars. They may move at normal speed through sectors containing single stars.

The starmap is a hexagonal grid with a single star in the center of each hexagon.

5. MOVEMENT

SEUIS uses the new RAPIDFIRE movement technique first introduced in THE SHATTERED ALLIANCE which allows you, and in fact forces you, to move quickly. You move one squadron at a time and have only a limited time, measured by the countdown clock, to move that squadron. Your opponent or, if you are playing against the computer, the artificial intelligence then moves one of its squadrons. The computer always tells you which squadron you may move.

5.1 Elapsed Time Units

Underneath the star map, this display tells you how many time units have passed since the game began:

E.T. = 0

When both players have moved all the ships they are able to move and any production has taken place, a complete time unit has elapsed.

5.2 The Countdown Clock

Underneath the Elapsed Time display is the countdown clock. Once play has begun, you have until the clock reaches zero to give new orders to the squadron. If you don't give the squadron new orders, it will proceed in the same direction it was going. You do not have to press the RETURN key after an entry when the countdown clock is running.

5.3 Speed of Movement

Here RAPIDFIRE is really revolutionary. Each squadron moves only one sector at a time, but some squadrons move more often than others. Fortunately, your computer will keep track of who is supposed to move when for you.

SQUADRONS WITH A TOTAL OF FEWER THAN 130 PRODUCTION POINTS MOVE ONCE EVERY FOUR ELAPSED TIME UNITS

SQUADRONS WITH A TOTAL OF 130-259 PRODUCTION POINTS MOVE ONCE EVERY SIX ELAPSED TIME UNITS

SQUADRONS WITH A TOTAL OF 260 OR MORE PRODUCTION POINTS MOVE ONCE EVERY TWELVE ELAPSED TIME UNITS

The three speed categories usually match Light, Medium and Heavy Squadrons. (They don't have to, however, as you'll learn when you CREATE YOUR OWN GAMES later.)

So, although the squadrons appear to move equal distances, light squadrons move half again as far in the same time as medium squadrons, and three times as far as heavy squadrons.

Note that a squadron that has lost ships from combat may speed up due to the squadron's decreased production value.

5.4 The Squadron ID Display

When it is time for a squadron to move, it will be highlighted, and a display like this will appear on your side of the screen:

王
5 FT
0 CR

This part of your display tells you that the highlighted squadron is a light squadron, with 5 fighters and no cruisers. When it appears on your side of the map, the countdown clock will begin running, and you have until the clock reaches zero to move that squadron.

5.5 Direction of Movement

A compass appears on your side of the screen to help you choose your direction of

movement, like this:

	6	1	
5		0	2
	4	3	

To go up the screen and to the right (corresponding to Northeast or 30 degrees on a terran compass), simply type 1. To stay in one place, type zero. To continue the course you were moving the previous move, simply press the SPACE bar, RETURN, or do nothing at all.

YOU DO NOT HAVE TO PRESS RETURN AFTER AN ENTRY WHEN THE COUNTDOWN CLOCK IS RUNNING.

The number under the countdown clock tells you the course the squadron moved the last turn. If the number is 0, it was not moving at all.

5.6 Moving Through Star Systems

Your squadron will have to slow down to navigate through space occupied by bright, major, minor and small stars. If you enter one of these sectors, your speed will be cut in half; that is, a light squadron will move only once every eight elapsed time periods instead of every four; a medium squadron will move once every twelve periods instead of every six; and so on.

When you move through space occupied by a single star, your ship can move at normal speed.

5.7 Other Movement Rules

There are a few other simple rules of movement.

— You can't move off the map. If you try, the computer will tell you, naturally, CAN'T EXIT MAP.

— You can't move more than one friendly squadron into one sector. If you try, the computer will tell you, in the quaint terminology of pre-computer wargaming, CANNOT STACK.

— When you move a squadron into a sector occupied by an enemy squadron, combat will start automatically, and will continue until one or the other squadron is destroyed completely.

If you are playing against the computer, the countdown clock will not run during its turn. Instead, the display will warn you, either THINKING or PLANNING. PLANNING means the Artificial Intelligence is giving all of its squadrons the most current strategy for the scenario. THINKING means the Artificial Intelligence is deciding the orders for one squadron.

5.8 Accumulated Production Points

Your current Production Point value is displayed just above the movement compass.

6. CAPTURING ENEMY STAR SYSTEMS

Enemy star systems are a different color than yours. As your ship moves into an enemy sector, it becomes yours. When you leave it, it will change color.

6.1 Capturing Enemy Resource Centers

Your squadron can capture an enemy Resource Center (a bright, major or minor star) simply by moving onto it. If the system is a Bright Star, you must occupy the topmost of the four sectors the star occupies.

If it is defended by an enemy squadron, you must, of course, fight that squadron first. If you defeat the enemy, or if the center is undefended, those resource centers will begin making new ships for you.

7. SPECIAL OPTIONS DURING COUNTDOWN

Besides your course settings (0-6), there are three other possible entries you can make while the countdown clock is running.

H HALT This will stop the countdown clock. To start it again, press RETURN. (You can only halt if the countdown clock is running. If you are playing against the artificial intelligence, and the screen says THINKING or PLANNING, you must wait until it is your turn to halt the game.)

M MAP Occasionally, for various reasons, the map may disappear or become difficult to read. If this happens, just press M. The map will reappear just as it was, in the correct place.

E END Use this option to save the game for playing later. (See SAVE A GAME)

8. PREPARING FOR COMBAT

When your squadron has entered a sector occupied by an enemy squadron or the enemy enters a sector you occupy, you must prepare each ship for combat.

8.1 The Energy Allocation Phase

Just before combat begins, you will see a display like this:

PURPLE PLAYER UP. GREEN PLAYER PLEASE TURN AWAY.

ID	TYPE	MS.	TE	W	S	R
1	FT/D	30	20	1	1	1
2	FT/F	10	10	1	1	1
3	FT/F	10	10	1	1	1
4	FT/F	10	10	1	1	1
5	FT/F	10	10	1	1	1

NO RETURN NEEDED.

ALLOCATE ENERGY FOR SHIP #1.

Ship Number 1 is a Class D fighter, or Destroyer. It has 30 MS, or Midships, which means it can take 30 damage factors before it explodes; and it has a Total Energy (TE) of 20 energy units. You must divide these among WEAPONS, SHIELDS, and RATE OF FIRE.

WEAPONS

Your ships are armed with two kinds of weapons: beam weapons and homing missiles. Your beam weapons are fired by your game paddle; your homing missiles are fired automatically. You can allocate all or part of each ship's energy to its weapons. Type any number up to nine. In this example, you might type 9. You don't need to press RETURN.

SHIELDS

Your electromagnetic shields can deflect damage from enemy beam weapons and homing missiles. The more energy units you commit to your shields, the less damage your ship will take from enemy hits. Type any number, so that the total does not exceed your total number of Energy Points. In this example, you might type 9.

RATE OF FIRE:

Finally, you can now set how rapidly you wish your ship to fire beam weapons and homing missiles. Allocate your remaining energy to Rate of Fire. In this example, your display will now show:

#	TYPE	MS.	TE	W	S	R
1	FT/D	30	20	9	9	2

The total of W, S and R MUST equal TE.

MAXIMUM ENERGY

The Maximum for any system is nine energy units.

ALLOCATING ENERGY TO THE REST OF YOUR SQUADRON

After you have allocated energy to your first ship, you will allocate energy to the rest of your squadron's ships in the same way. When you are finished, hit any key. If you are playing a human opponent, he will now allocate energy to his ships.





8.2 Choosing a Champion

Your display will now tell you:
CHOOSE PURPLE'S CHAMPION

Ordinarily, combat is fought between individual ships. Type the ID number of the ship you wish to use first. Your human opponent or the computer will now choose his first ship. Combat is now ready to start.

9. COMBAT

A large rectangle will appear on your screen, containing the ships that will fight. The ships will look like this:

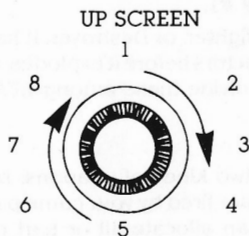
Purple Fighter 
Purple Cruiser 
Green Fighter 
Green Cruiser 

Have your paddle ready because combat begins immediately. The left player uses paddle 0; the right player uses paddle 1.

You STEER with the dial and FIRE your beam weapons with the button.

9.1 Maneuvering

When your paddle is turned all the way COUNTER-CLOCKWISE, your ship will move straight up the screen. As you move your paddle CLOCKWISE, your ship will turn to the right, going from course 1 to course 8, as shown:



When your paddle has been turned all the way CLOCKWISE, your ship will be travelling on Course 8.

To change course from Course 8 to Course 1, or to UP SCREEN, you must quickly turn your paddle COUNTERCLOCKWISE AGAIN, to turn your ship through courses 7, 6, 5, 4, 3 and 2. You cannot go directly from Course 8 to UP SCREEN.

HITTING THE BATTLEFIELD BOUNDARY

If your ship hits the line surrounding the battlefield, it will careen back at a course 180 degrees opposite to the course it was previously travelling, and may be difficult to control. The best way to avoid this is not to fly too close to the Boundary Line.

SPEED OF COMBAT SHIPS

Fighters move twice as fast as cruisers.

HYPERSPEED

If you want to speed up the combat, simply press the SPACE bar. Both ships will immediately begin moving at Hyperspeed. To return to normal speed, press the SPACE bar again (with two players both must first agree to enter or exit hyperspace; otherwise, it is illegal to push the space bar).

If you are playing against the Artificial Intelligence at the Ace or Advanced Level, combat will automatically be at hyperspeed. Pressing the space bar will have no effect.

9.2 Using Your Weapons

BEAM WEAPONS

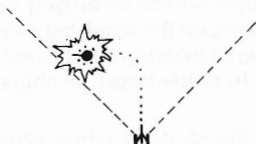
Beam weapons have a longer range than homing missiles, but they must be pointed directly at the enemy ship. They are fired with the button at a frequency set by the RATE OF FIRE.



When you press the button, a red light will come on under your Midships Remaining Bar on the right side of the screen. If you try to fire again while this light is on, you will hear a short beep from your speaker, but the weapon will not fire. Each time you try to fire, (for instance, if you are holding down the button of your paddle in the hope that the enemy ship will pass in front of you) you will hear these short beeps, but your weapon will have no effect.

HOMING MISSILES

Homing Missiles can hit an enemy ship within a wide arc in front of you at a limited range. They fire automatically if enemy ships are within the arc at a frequency set by your rate of fire.



9.3 Battle Royal

Although most battles are fought with one ship against one ship, it is also possible to fight a Battle Royal with all the ships in a squadron involved. This option will be offered when you choose a champion. Press A for All Ships, and RETURN. (You should not choose a Battle Royal when playing against the computer.)


It is not necessary for both players to have all their ships involved. You may wish to surprise your enemy by attacking his one ship with all of your ships.

BATTLE ROYAL COST (loss of neutrals due to the breaking of the code of war)

If you choose to fight a Battle Royal, you will have to pay an extra cost of 200 production points. 100 will be taken from your total, and 100 added to your opponent's total (your total will never be reduced below 0).

If both players decide to commit all their ships, then neither side suffers a penalty.

FIGHTING A BATTLE ROYAL

One ship on each side will be boxed, like this: 

This is the ship that is currently being controlled by the game paddle. All the ships will move and all will fire homing missiles at the intervals set by their rates of fire, but only the boxed ships may fire beam weapons. You control the boxed ship in the normal way, steering with the knob and firing with the button of your paddle.

CHANGING THE CONTROLLED SHIP

You use the keyboard to move the control box from ship to ship this way:

The PURPLE PLAYER, on the left, uses the A or the S key to move the box from ship to ship;

The GREEN PLAYER, on the right, uses the Left Arrow or Right Arrow to move the box from ship to ship.

HYPERSPEED

As with regular combat, you can accelerate all ships to hyperspeed simply by pressing the SPACE bar.

9.4 Damage

The two colored bars on the right will show the number of remaining midships of each ship. If you are fighting a Battle Royal, the bars will show the remaining midships of the controlled ship. As each ship is damaged, the bar will shrink. When it disappears, your ship blows up.

The number of enemy midships destroyed by your beam weapons is decided by this formula;

Energy allotted to your weapons less energy allotted to your enemy's Shields plus 5 $((W-S) + 5)$. If this results in a value less than one, then no damage is caused.

The enemy midships destroyed by your homing missiles is decided by:

Energy allotted to your Weapons less energy allotted to enemy Shields $(W-S)$. Homing Missiles cause a minimum of 1 midship damage per hit.

9.5 Victory

In normal combat, when one ship has been destroyed, each player will be asked to choose another champion. The damage the surviving ship has suffered will appear on its display as a reduced number of midships. Battle will continue until every ship on one side has been destroyed. In Battle Royal, all ships will fight until one side's ships are wiped out.

The display will then return to the Strategic game, with the victorious squadron occupying that sector of the star map. Any midship damage will be repaired before the next combat, but destroyed ships will not be replaced. Ships which end a battle with less than 9MS will be scuttled (destroyed) 50% of the time. The victorious squadron will never have its last remaining ship scuttled (i.e. there will always be at least one survivor from each battle).

9.6 Interrupting Combat

If you want to temporarily stop the game in the middle of combat, just type H. To resume combat, type any other key.

10. PRODUCTION

At the end of each elapsed turn, your Resource Centers will manufacture production points. If they manufacture enough points, new squadrons may appear on your star map. The type of squadron will be chosen at random from those existing prototypes you have enough points to duplicate. For instance, if your resource centers have made a total of 200 production points, and your fleet prototype shows squadron types costing 180, 120, and 250 points, you may receive a new 180 point or a 120 point squadron that turn; but, if the computer tries to build a 250 point squadron, you will receive no new squadron at all (The production points will remain available for future production.). A buzzer will sound if production is successful, and the new squadron will appear at a random location on the star map, near one of your resource centers.

If your resource centers are captured, they will no longer make ships for you. If you capture an enemy resource center, it will begin building ships for you.

11. SELECT OPTIONS PHASE

When you want to begin a new game, you can select several options.

OPTION #

1. THE SOUND IS ON
 2. PURPLE SHIP PLAYER: COMPUTER
 3. GREEN SHIP PLAYER: HUMAN
 4. COUNTDOWN TIME IS 12 SECONDS
 5. SOLITAIRE DIFFICULTY: BEGINNER
 0. EXIT
 1. CHANGE THE SOUND SETTING
 2. CHANGE THE PURPLE PLAYER
 3. CHANGE THE GREEN PLAYER
 4. CHANGE THE COUNTDOWN TIME
 5. CHANGE THE SOLITAIRE LEVEL
- WHICH?

The highlighted options are those that are currently in effect. In the introductory scenario, you are the Green player and the Purple player is the computer. In ordinary scenarios, you can choose to play either side, or play against a human opponent.

SOUND

If you wish to turn the sound effects off, or, if they are off, turn them on, press 1 and RETURN. The option will change on your screen.

PLAYERS

To change the Purple Player from computer to human or back, press 2 and RETURN.

To change the Green Player from computer to human or back, press 3 and RETURN.

COUNTDOWN TIME

You can choose the number of seconds each player has to move each squadron. Press 4 and RETURN, then enter a number of seconds from 7 to 59 followed by RETURN.

SOLITAIRE LEVEL

This option is only offered if one player is the computer. Press 5, and the level of difficulty will increase from BEGINNER to INTERMEDIATE. Press 5 again, and the difficulty will increase to ADVANCED and finally to ACE. Another 5 will return the difficulty to BEGINNER.

12. THE SCENARIOS

You can choose one of three scenarios, taken from the archives of the great battles of Ozgorth. Portions of the Chronicles of Ozgorth, describing these times, are found in the back of this manual.

12.1 Battle in the Pleiades

The Ozgorth Empire included highly civilized planets grouped around the Pleiades, in the constellation Taurus. These planets were attacked by a fleet from the Empire of Ormolu.

The Green player takes the part of the Ozgorthian defenders of the Pleiades. He must hold his five bright stars against a major invasion fleet, commanded by the Purple, or Ormolan player. The Purple player must conquer all five bright stars or destroy the enemy fleet within 144 elapsed turns. (In this scenario, only the five bright stars and the one minor star (controlled by Purple) in the upper center of the star map are functioning resource centers. The other major and minor stars do not produce production points, and do not count toward victory if captured.

THE ORMOLAN FLEET

(SC1L.FLT)

#	SYMBOL	CR	FT	PP
1	王	000	104	104
2	王	000	050	110
3	王	000	210	118
4	王	011	120	166
5	王	020	120	194
6	王	020	120	194
7	王	121	100	285
TOTAL				1171

THE OZGORTHIAN FLEET

(SC1R.FLT)

#	SYMBOL	CR	FT	PP
8	王	000	104	104
9	王	000	104	104
10	王	000	050	110
11	王	000	210	118
12	王	011	120	166
TOTAL				602

12.2 The Great Battle

After the battle of the Pleiades, Ormolu sent his grand battle fleet to attack Ozgorth itself. The military council of Ozgorth assembled the greatest fleet ever in the history of the Empire. Its fleet met the grand battle fleet of Ormolu in the Dragon Star System, midway between the Ozgorth and Ormolan boundary stars. The battle was the largest ever seen in space between two equal and skilled opponents.

Purple plays the Ormolan commander, Green the Ozgorthian leader. To win, you must destroy your opponent's fleet or capture all of his resource star systems. There is no time limit to this scenario.

ORMOLAN FLEET

(SC2L.FLT)

#	SYMBOL	CR	FT	PP
1	王	000	104	104
2	王	000	104	104
3	王	020	120	194
4	王	020	120	194
5	王	121	100	285
TOTAL				881

OZGORTHIAN FLEET

(SC2R.FLT)

#	SYMBOL	CR	FT	PP
6	王	000	104	104
7	王	000	104	104
8	王	020	120	194
9	王	020	120	194
10	王	121	100	285
TOTAL				881

12.3 The Final (Maybe) Battle

After the Great Battle, the Ozgorth Empire pushed back the Ormolans, attacking the major Ormolan star base in the Tyche System. An Ozgorth fleet was ordered to capture the star base. The Purple, or Ormolan commander, has five squadrons and numerous resource centers at his disposal. The Green, or Ozgorthian commander, attacks with five squadrons at the beginning of the scenario, and receives two groups of reinforcements later. He must capture all of the resource centers within 144 elapsed turns.

ORMOLAN FLEET (SC3L.FLT)

#	SYMBOL	CR	FT	PP
1	王	000	050	110
2	王	000	210	118
3	王	020	120	194
4	王	100	001	102
5	王	121	100	261
TOTAL				785

OZGORTHIAN FLEET (SC3R.FLT)

#	SYMBOL	CR	FT	PP
16	王	000	210	118
17	王	000	210	118
18	王	000	050	110
19	王	020	120	194
20	王	121	100	261
TOTAL				801

GROUP ONE

11	王	000	050	110
12	王	000	050	110
13	王	000	050	110
14	王	020	120	194
15	王	011	120	166
TOTAL				690

GROUP TWO

6	王	000	050	110
7	王	000	050	110
8	王	000	050	110
9	王	000	050	110
10	王	000	210	118
TOTAL				558
TOTAL				2049

Ormolan Squadron 4 is the Flagship Squadron. It has only two ships and it can travel as fast as a light squadron. Ormolan Squadron 5 is the Imperial Guard Squadron, the most powerful squadron in the game.

12.4 Time Limits

The Battle in the Pleiades and Final Battle Scenarios have a time limit of 144 elapsed time units. The Great Battle has no time limit.

12.5 Reinforcements

The third scenario calls for squadrons to arrive later in the scenario. These ships appear on the fleet roster with the status GROUP 1 or GROUP 2. All squadrons in a group will arrive at the same time (although you won't know exactly when), at random locations on the star map.

12.6 Victory Conditions

The scenario will end when one of the three victory conditions has been met:

1. All of one player's ships have been destroyed.
2. One player has captured all of the resource centers.
3. The time limit expires. (This applies to Attack on the Pleiades and the Final Conflict; the Great Battle and any scenarios you create have no time limit.) In this case the Ozgorthian fleet wins in scenario #1 and the Ormolan fleet wins in scenario #3.

12.7 Ending the Game

If you wish to end the game before the scenario is over, press E. The Computer will ask if you wish to save, finish playing later, or terminate the game.

13. SAVE A GAME

If you wish to save a game, press E to end the game and choose option #2.

When you save a game, you'll remove the game disc from your disc drive, and insert a scratch disc. A scratch disc is simply a disc on which you can save games, maps and fleets for later use. You'll need it if you want to make your own fleets and games.

Before you change discs, the computer will ask:

Do You Wish to initialize a blank disc for saving SSI Games? If you've never used the disc with this game before, press Y for Yes. The computer will format the disc for future use.

If you've already initialized this disc for SSI use, press N for No.

The computer will now instruct you to remove the Game Disk and put in the scratch disc.

As soon as the disc is inserted, you'll see a catalog of its contents, if any. The computer will then ask you to give the game a name. The name can be of any length.

Once you've given the game a name and pressed RETURN, the computer will save that game on your scratch disc.

14. RESTART A SAVED GAME

If you ask to restart a Saved Game, the computer will ask you to remove the game disc from your disc drive, and insert the scratch disc. It will then show you the catalog of that disc and ask you for the name of the game you wish to restart. Type that name and press RETURN, and the computer will load that game into its memory. Then simply take out the scratch disc, insert the game disc, and resume the game just where you left off.

15. WATCH A DEMONSTRATION GAME

You can watch a game in which both sides are played by the computer.

16. COMBAT PRACTICE

You can go directly into the combat phase, maneuvering and firing against enemy ships controlled by the computer. You may choose both combatant ships from different squadron rosters, and set a difficulty level from 1 to 4.

17. THE ARTIFICIAL INTELLIGENCE

The computer is capable of playing either or both sides with four levels of difficulty (Beginner, Intermediate, Advanced, Ace).

Strategic Movement Phase Intelligence has two levels: it plans and thinks. During "Planning" the overall situation is assessed and squadrons are given specific orders. An order may be to attack the closest enemy unit. During "Thinking" the squadron carries out its specific orders. It may calculate the distances to each enemy squadron and move toward it.

Combat Phase. All ships make use of certain parameters to determine their actions. Beginners only fire when they've got a sure shot. The Ace will fire at a less certain target. Besides these parameters the Advanced and Ace players handle certain situations differently and always use the Hyperspeed option. (*Designer's note: I rarely beat the Ace in even combat.*)

II. MAKE A GAME

THE SPACEGAMER'S TOOLKIT

Now you've come to one of the most useful parts of this game. Once you have played a few games with the standard scenarios, you may want to start changing the

fleets or deployments, to create your own scenarios. This is where THE SPACEGAMER'S TOOLKIT comes in.

The procedure for making new games may seem complicated, but it's designed to give you the most flexibility and the most room for creativity. The best way to learn it is by making a few simple modifications in one of the existing scenarios. Later, once you get used to the procedure, you can start making more and more original games.

Have a SCRATCH DISC ready. This is simply a blank disc, on which you'll store the ships, maps, and fleets you'll use to put together your game. You can use the same disc to save games in progress.

We'll begin by making two very simple modifications to the First Scenario:

1. We want to change an Ormolan squadron from a medium squadron to a light squadron.
2. We want to change the location of one of the Ozgorthian squadrons at the beginning of the scenario.

We'll begin, as usual, with the first menu. Press 4 for MAKE A GAME.

You will be given these choices:

0. Exit
 1. Save your CREATED game
 2. Choose a Map
 3. Make a Fleet
 4. Change Prototypes
 5. Deploy your Fleet
- Which?

In this case, we want MAKE A FLEET. Press 3 and RETURN. We'll see a new menu, like this:

0. Exit
1. Create a NEW Fleet
2. READ a Fleet from disc
3. WRITE your Fleet to disc
4. MODify your Fleet

Before we can modify a fleet, we have to look at it: we want "READ a Fleet from disc". Press 2 and RETURN.

The computer will instruct:

Please Insert the Disc with the Fleet you wish to read on it.

In this case, we want to look at a fleet that's part of one of the scenarios, a fleet that's on the Game Disc. This time we can just leave the Game Disc in the disc drive.

Later on, we'll be modifying new fleets that we've created. In those cases, we'll put the scratch disc in the drive.

As soon as you hit RETURN, you'll see a catalog of the disc, and the computer will ask:

ENTER FLEET NAME

For this example, we first want to see the Ormolan fleet from the first scenario. We look at the fleet rosters listed under 12. Scenarios and find out that this fleet is called: SCILFLT

We type this, followed by RETURN.

Now we have this fleet in the computer, ready to modify. Upon returning to the Fleet Making Menu, press 4 for:

MODify Your Fleet

You'll now see the roster of fleet SC1L.FLT:

#	ID	SYMBOL	STATUS	CR ABC	FT DEF	PP
1	1	王	ON MAP	000	104	104
2	1	王	ON MAP	000	050	110
3	1	王	ON MAP	000	210	118
4	5	王	ON MAP	011	120	166
5	5	王	ON MAP	020	120	194
6	5	王	ON MAP	020	120	194
7	8	王	ON MAP	121	100	285

In this example, we want to make squadron 4 a light squadron, like squadron 1.

Type the number of the squadron you want to change: in this case, 4 and RETURN.

Now pick up the left game paddle (paddle 0). As you rotate the paddle, the different squadron symbols will appear on your screen. When you see the one you want (in our example, 王 for light squadron with ID = 1), press the paddle button.

The roster will be reprinted to reflect the change you're just made. Having accomplished our goal, press 0 to exit this phase.

Now you have to save your new fleet. Press 3 for:

WRITE your Fleet to Disc.

The computer will instruct you to take out the game disc and insert your scratch disc into the disc drive. It will show you the catalog, and then ask you to name your modified fleet.

In this example, we'll call our modified fleet:

NEW-ORM.FLT

Once we've typed this and pressed RETURN, the modified fleet will be permanently stored on our scratch disc.

REDEPLOYING SQUADRONS

We wanted to make one more modification to our first scenario: to change the deployment of the Ozgorth defense fleet. We start with the same steps we used to modify the Ormolan fleet:

You begin at the: **FLEET MAKING PHASE MENU**

Press 2 for Read a Fleet from Disc.

The Ozgorth fleet is on the Game Disk. The rule book tells us its name is SC1R.FLT. We enter this, and RETURN.

The computer will say:

FILE READ

when it's done. Press RETURN.

Now that we have the fleet, we need the map. Press 0 to exit the **FLEET MAKING PHASE MENU**.

Now you're at the: **BUILD GAME PHASE MENU**

Press 2 for Choose a Map, and RETURN.

You'll now have a new menu, like this:

MAP SELECTION PHASE

You may:

0. Exit

1. READ a map from disc

2. WRITE a map to disc

Which?

In this case, we want to use the map from the first scenario, the map of the Pleiades. Press 1 for READ a map, and RETURN.

The computer will ask : **ENTER MAP # (1-6)**

The first three maps belong to the first three scenarios.

In this example, we want Map 1. Enter this and RETURN.

Now we have this map in the computer. We have to save it on our scratch disc, so we can use it in our new game.

Press 2 for WRITE a map to disc, and RETURN.

Once again, we'll remove the game disc and insert the scratch disc. This time, we'll give the map the new name:

NEW MAP

Now we have a fleet and a map: we still have to put them together. Press 0 to EXIT the map selection phase and return to the BUILD GAME MENU.

Choose 5 for:

Deploy Your Fleet

Your screen will show you the map of the Pleiades, the same map used in Scenario One. The ships of the Ozgorthian fleet will be shown on the map, just as they appear at the beginning of the first scenario. Squadron number 1 will be highlighted.

If you want to move the first squadron, press a number corresponding to the directions on the movement phase compass, like this:

6		1
5	0	2
4		3

Keep pressing, until the squadron is where you want it at the beginning of your game. You don't need to type RETURN. When it's in place, type 0. The next squadron will be highlighted. When all the squadrons are where you want them, press E.

Now you can save the new deployment of the Ozgorthian fleet. Beginning at the BUILD GAME PHASE MENU:

Press 3 for Make A Fleet.

You'll go to the FLEET MAKING PHASE MENU:

Press 3 for WRITE your fleet to disc.

One more time, take out the Game Disc and put in the Scratch Disc. Give this fleet, with its new deployment, the name:

NEW-OZ.FLT

PUTTING IT ALL TOGETHER

By this point you have all the parts of your new game on the scratch disc. All you have to do is put them together. To do this, go back to the:

BUILD GAME PHASE MENU

Press 1 for:

Save your CREATED game

Once again, the computer will ask you to take out the game disc and put in your scratch disc.

Once you've seen the catalog, it will ask:

ENTER MAP NAME?

We enter the name of our new map, NEW MAP

ENTER PURPLE (LEFT) FLEET NAME?

We enter the name of our modified Ormolan fleet:

NEW-ORM.FLT

ENTER GREEN (RIGHT) FLEET NAME?

We enter the name of our modified Osgorth fleet:

NEW-OZ.FLT

ENTER A NEW NAME FOR THIS SCENARIO?

We can call this new game, appropriately, NEWGAME.

PLAYING A NEW GAME

All that's left now is to play our new game.

Start at the beginning menu, and choose:

2. Play a New Game

The computer will ask:

0. Play a game you've created

Scenarios from the Short Story

1. Battle in the Pleiades

2. The Great Battle

3. The Final (Maybe) Battle

Press 0 for Play a game you've created, and press RETURN. Then take out the game disc, put in the scratch disc, and give the computer the name of your new game:

NEWGAME

The game will be loaded, and you'll put your game disc back in. The game will start with the Fleet Rosters and then the Options Phase.

2. CHANGING SQUADRON PROTOTYPES

You learned at the beginning of this section how to modify the squadrons in the first scenario. You can use the same procedure to modify the prototypes of any squadron, so that you have different numbers of cruisers or fighters.

To do this, start at the: **FLEET MAKING PHASE MENU**.

Press 2 for **READ A FLEET FROM DISC**.

Read any fleet from your game disc or from your scratch disc into the computer's memory.

Now go to the: **BUILD GAME MENU**

Press 4 for Change Prototypes.

Select 1 for Modify Squadron Prototypes.

A display like this will appear on your screen, showing you the prototypes in the fleet you recalled.

SQUADRON PROTOTYPE DEFINITIONS

ID	SYMBOL	CR	FT	PP
		ABC	DEF	COST
1	王	000	104	104
2	王	000	050	110
3	王	000	210	118
4	王	001	130	137
5	王	011	120	166
6	王	020	120	194
7	+	100	001	126
8	+	121	100	285
9	+	131	000	288

You can change any of these squadron prototypes.

To change the first squadron prototype, press 1 and RETURN.

The cursor will move to 1. Use the space bar to move the cursor to the Squadron symbol. Rotate game paddle 0 until the symbol you want appears, and then push the button.

To change the number of A type cruisers, press 1 again and use the space bar to move the cursor to the 0 under A. Turn the game paddle until the number from 0 to 5 you want appears, and push the button.

There is only one limit:

NO SQUADRON MAY HAVE MORE THAN FIVE SHIPS

In the same way, you can change each squadron prototype. To change what you have entered, simply hit that prototype number again.

As you add ships, the production point total of the prototype will increase.

Notice that you can create a light squadron made up of cruisers or a heavy squadron with only one fighter in it, if you want to. But remember that the speed of a squadron is set by its production point total, not its symbol.

To save your new fleet's prototypes, you should now WRITE your fleet to disc, giving it a new name.

3. CHANGING CRUISER, FIGHTER AND PRODUCTION PROTOTYPES

You can modify the strength and cost of the ships themselves and of your resource centers.

First, go to the: **BUILD GAME PHASE MENU**

Press 3 for **MAKE A FLEET**, and RETURN.

Next, select: 1. **READ** a fleet from disc.

You can modify the prototypes of a fleet from one of the scenarios, or from a fleet on your scratch disk. Enter the name of the fleet, and load it into your computer's memory.

Now you're ready to change prototypes.

Go back to the: **BUILD GAME PHASE MENU**

and press **CHANGE PROTOTYPES**.

Then, select: 2. **Modify CR & FT & production**

You'll see a display something like this:

CRUISERS				FIGHTERS			
ID	TE	MS	COST	ID	TE	MS	COST
A	20	70	112	D	20	30	60
B	15	50	45	E	10	20	10
C	10	30	12	F	10	10	5
RESOURCE CENTERS							
ID	SYM	PP	TP				
G	•	10	40				
H	♦	12	21				
I	⊕	11	11				

These are the current prototypes for that fleet.

Suppose you wish to change the specifications for Class A Flag Battleships. Press A. The cursor will move to that class.

SETTING TOTAL ENERGY

TE is the Total Energy that the ship has to operate its weapons and shields and to

set its rate of fire. Turn the knob on your paddle to display any number up to 27, and then press the button.

When you increase the total energy units, the production point cost of the ship will increase.

SETTING MIDSHIPS

MS, or Midships, is the survival ability of your ship, measured by the number of hits it can take before it explodes.

To set the midships for type A cruisers, type A and then press the SPACE bar to move the cursor to MS. Turn the game paddle until the desired number appears, and then press the button. Once again, as we increase the number of midships, the production point cost of the ship will increase.

If you want to change your B-class cruiser prototype, press B and follow the same procedure.

CHANGING RESOURCE CENTER PRODUCTION

When you have changed all the ship prototypes you need, you can set the production capacity of your resource centers.

Press G. The cursor will move to the line with the symbol for Minor Star Systems.

You can set the number of Production Points that each of this type of star system can build. Turn the knob on your paddle to display a number from 1 to 63, and then press the button.

Press G again, and the space bar. You can set the number of Time Points that it takes that resource center to manufacture the number of Production Points you have set. For example, if you have decided to produce 50 production units and set the TP at 10, that type of Resource Center can produce 50 production points every tenth turn. (The game has a limit of 50 squadrons.)

In the same way, you can set the production capacity of Bright star systems and Major star systems.

As you can see, it is possible to make a type F fighter more powerful than a type A battleship, or a Minor star system more productive than a Major star system, if you wish. Keep in mind, however, that the more production points a ship costs, the slower it will move, and the less frequently ships like it will be built during your production phase.

PRODUCTION POINTS

To calculate the number of Production Points a ship costs use these formulas:

Cruisers = $(4 \times MS \times TE \times TE)/1000$

Fighters = $(5 \times MS \times TE \times TE)/1000$

4. CREATE A NEW FLEET

You can assemble a brand-new fleet, if you like, from either old or new prototypes squadrons.

Go to the: **FLEET MAKING PHASE MENU**

Press 1 for Create a NEW fleet.

The computer will ask you how many squadrons you want in your new fleet. You can enter any number from 1 to 15.

Press 4 for Modify your fleet.

The computer will now give you a roster of your new fleet. On this roster, every squadron will be a prototype 1 squadron. Use the keyboard and paddle to modify the squadrons and their status.

To change the prototypes of the squadrons to the ones you want, go to the : **BUILD GAME MENU**

and choose: **CHANGE PROTOTYPES**

Follow the procedure described in the section on changing prototypes.

When your new fleet is set up the way you want it, go to the **FLEET MAKING PHASE MENU** and select:

5. Deploy a fleet

Follow the directions in 5. below and then

3. Make a Fleet

to write your fleet to disc.

5. DEPLOY A NEW FLEET

Whenever you make a new game, you need to plan the deployment of each fleet at the beginning of the game. To do this:

Go to the **BUILD GAME PHASE MENU**

Select: 2. Choose a map

Next choose: **READ** a map from disc.

Select a map from the game disc.

If the map is not already on the scratch disc, give it a name and enter it onto the scratch disc.

Now go to the **FLEET MAKING PHASE MENU** and select:

READ a fleet from disc

Load the fleet you want to deploy from your scratch disc into the computer.

Next, go to the **BUILD GAME PHASE MENU** and press:

5. Deploy Your Fleet

The map you chose will appear on the screen.

Your first squadron will appear in the upper left hand corner of the map. Type a bearing from 1 to 6, as in the movement phase. Each time you type a key, that squadron will move one sector in the direction you indicated.

When the squadron is in the place you want it to begin the scenario, type 0. The next squadron will appear.

When all the squadrons are deployed, go back to the **FLEET MAKING PHASE MENU** and **WRITE** your fleet to disc.

6. PLAYING A NEW GAME

When you're ready to put together a new game, follow the steps outlined in **PUTTING IT ALL TOGETHER**:

1. **SAVE YOUR CREATED GAME**

— **ENTER MAP NAME**

— **ENTER NAME OF PURPLE (RIGHT) FLEET**

— **ENTER NAME OF GREEN (LEFT) FLEET**

— **ENTER NEW NAME FOR SCENARIO**

2. **PLAY A GAME YOU'VE CREATED**

— **ENTER NAME OF YOUR NEW SCENARIO**

And that's all there is to it.

Note that a fleet may be used by either side and is only assigned its "Purple/Green" status during this phase, or both fleet names could be the same. Games which are designed by the players will end only when a condition in Section 12.6 is met, although players are encouraged to use their own victory conditions.

7. SUMMARY OF THE SPACEGAMER'S TOOLKIT

1. To make a new game, you must have a scratch disc. You cannot make a new game on the game disc.
2. To make a new fleet, either read a fleet from the game disc or from the scratch disc, and then modify it. When you've modified it, save it under a new name on the scratch disc.
3. Once you have some fleets and maps on your scratch disc you can combine them into new games and save these complete games on your scratch disc.

FROM THE CHRONICLES OF OZGORTH

An excerpt from the journal of Astra Calla, cadet in the Aerial Protection of the Ozgorthian Empire; and daughter of Leander Dann, member of the ruling triumvirate of the Empire.

19 Danedel 1863

I don't trust what I see in the reflection panel. Is my hair really that dark or am I paler than usual? Those smudges under my eyes can't be from lack of sleep. Sleep's all I have energy enough to do these cycles. I told the family Healer, Findlay, that I know what the Lizardmen must have felt like when they sickened and died out.

I received the following lecture: "Astra Calla, I assure you, you have no conception of the physical plight of the Lizardmen that led to their extinction. Their affliction was brought on by an inability to adapt to a changing world, and the inability of Healers to help them. None survived our Techno Era and that was andromes ago."

I'm not unsympathetic to creatures past or present. I'm embarrassed to say it, but if you've got an infra-red scanner you can make out the letters on the hull of my ship: SAVE THE UNICORNS. I contribute about fifteen reachers an andromede to help Ozgorth's¹ dwindling herds. Right now I'm the one who needs saving. I've felt this coming on for a long time. I've been putting in long cycles on orbit patrol which isn't one of my favorite duties as an enlistee in the Aerial Protection of the Ozgorthian Empire (APOE). I got so dizzy I had to be towed home. I received a two cycle remedy leave. I've been to three specialists already and the only thing each agrees on is that they don't know what's wrong with me. I would have to get the most exotic disease in

the sector. Rare, of course. Cureable, of course not. Treatable? Unknown. Nobody, least of all me, knows what this means yet. I'm not ready to bequeath my fighter ship, *The Starwedge*, to my little brother, Randall, at this time. It's going with me on the inner dock of my older brother's cruiser. Erandt's taking me to the Remedy Resource Center on Meropia.

I don't know what I'll do if they take away my flying privilege. My family has served in the Protection Corps of Ozgorth for generations. We can trace our lineage back to Sea Champion Cadwallader before outer planet travel was a reality. I've got two older brothers in the APOE, Erandt and Quentalis, and my youngest brother has just started his training.

My father of course needs no introduction. He has just been elected to his third term in the triumvirate of the Empire along with Elsinor Ilan (Elflord, native of Ozgorth) and Max Madella (popular spokesman from Helio Minor).

My father's position was assured because he was and is the best general in the Empire. Elsinor Ilan's position was assured because he's Elven and a direct-line descendant of early kings on Ozgorth. People love tradition and ceremony. Max was the surprise. He usurped Idelia Brandon's place. She's an old family friend, but her views on fortifying home rather than exploration and expansion are not popular these days.

I'm looking forward to this trip, not just

¹Ozgorth: Founding Center of the galaxy, (Oz'gôrth), formerly known as Osgorth before the Empire-wide phonology program.

because I'll find out whether I'm dying or not, but because it's one of the most beautiful places in the galaxy.

The sight was worth the price of admission. The reflection nebulae that nestle around Meropia really are one of the seven wonders of the galaxy! Five bright young stars (young as stars go) shine out blue from behind a veil of fine dust. The whole crew was at the viewing port held spellbound by the sight of the diffuse blue glow, so nobody detected the Resource Center's first alarm.

There are other Remedy Resource Centers in the galaxy, but none greater than the one on Meropia. She was the finest base for remedy research, storing untold amounts of knowledge, and now she was under attack.

It was not pleasant to watch. Erandt ordered full speed, and, as soon as we were in range, he launched the fighters. The orbit patrols were the first to be obliterated. Planetary defense was slow to respond. It reminded me of the history relays I'd seen on our Early Space Wars era. The only battles I'd participated in previously had been simulated ones. It hit me hard that this battle was real.

The attacking ships were definitely not of this galaxy. The design was different. The weaponry was similar. They were using some sort of focused energy. Meropia and her protective ships were not the only targets. Orbiting outposts, research centers, even art stations were under fire.

The enemy had a sizable fleet. Besides fighters there were larger ships reminiscent of our cruisers. These were moving toward the resource centers. We soon stopped receiving signals from Meropia.

Erandt did two things before he launched his personal fighter: He gave Sammer, his second-in-command, control of the cruiser and he forbade me to leave the ship.

I waited for word from our father. I knew Meropia would have immediately contacted the capital planet of Ozgorth where the triumvirate holds its seat. My father, Leander Dann, was no doubt assessing the slaughter. The enemy had hit us hard and fast. The bulk of their fleet was leisurely picking off our meager reinforcements as they dribbled out. Our ships were hemmed in between blown out bases and attacking ships.

I was stunned when my father ordered our cruiser out of range. Sammer was only too quick to obey so I had to break in.

"Now wait just an andromite! Your son is out there!"

"As-tra Cal-la . . ." I heard my father bite out faintly over the relay system. "You will carry out my orders and not try to circumvent them!"

Daughters can take slightly more liberties with their fathers than sons can so I stretched my luck. "Belay that last order. At least let us pursue."

The receiving system was switched off with a violent whine. It was Sammer's turn. "Astra Calla, I relieve you of your duties. Please don't make me relieve you of your rank as well." Sammer and my brother were best friends. They had gone through training together and always signed on the same ships until my brother got his own command. I knew that stranding Erandt must be tearing him apart. He had always been more than tolerant of "Erandt's kid sister", but now he was furious with me.

The way I figure it, unless somebody has grey hair then authority is only cursory as far as I'm concerned.

"I'm launching *Starwedge*, Sammer . . . sir . . . even if I have to ram through the hull trying."

"Duty and rank!" The redness in his face subsided a bit and he added. "There's nothing you can do, Astra. You'd be killed."

I glared at him as if he had half the brains of a Zorg, an ancient, primitive beast race of old Ozgorth. "Do you remember why we came here in the first place, Sammer? I'm probably going to die anyway!" Now I didn't believe this for an andromite, but Sammer did. It worked. He let me go.

The view from the clear dome of my *Starwedge* was breathtaking and quite different from the walled viewscreen of the cruiser. There were no peripheral obstacles between me and all that blue-blackness of space and stars.

My scanners gave a little squeak as something new filled my viewscreen: an enemy ship. I kept my relay system open, but no one made any attempt to communicate. I maneuvered out of their line of fire just at the crucial instant. I aimed my incendiar beam, fired, and broke the record for quick exits. I was lucky. There was no pursuit. Dying in some remedy center with a tube up one's nose isn't my idea of glamour, but then neither is being blown to bits in deep space.

I eased *Starwedge* around to where I'd last seen our squadron under fire from on board the cruiser. They were still out there. As I got closer the hits from each side registered as static on my relay system. More and more

enemy ships kept appearing on my screen. I began to see the wisdom in my father's retreat. We were outnumbered and had lost a section of our galaxy to an unknown enemy! "... to Ozgorthian *Starwedge* 3-83 ... repeat ... You're in isolation ..."

I couldn't trace the urgent male voice that came over the relay, but whoever was hailing me was close enough to detect my call-numbers. My rear scanners began to pick up moving objects, not of this empire.

"Three eighty-two, you've got company," came the matter of fact voice over my relay system. I was given an altitude and azimuth reading and I headed for it, maximum speed. I saw them then, two fighters that skimmed overhead and began to fan out, executing a standard three-ship attack maneuver. I did my part, a 180° backward loop, firing as I turned. I hoped that the ships flanking me were out of range. It was a success. The static that filled my relay system had to clear before the fighters could break in.

"... good flying Oh-82. I thought we might cruise the outskirts and see how many we can pick off the tail of their squadron. Their cruisers have a lot of shield capacity, but they're slow."

I could see the two ships off my starboard side. The closest one's call-number was M-something obliterated-77. The M meant a Meropian issued fighter, but why the rest of the number had been altered or destroyed, I couldn't guess. I put on a little more speed, trying to outdistance him so I could get a reading on the other vessel. I picked up a DZ and checked it against my planetary listing. Del Zur. That craft was from a watery planet with very little land mass. No wonder they took to the skies.

M?77 broke into my reverie. "Say Oh-82, you're a long way from home. What's an Ozgorthian fighter doing in this sector?"

"I'm beginning to wonder that myself," I answered as I eased up on my speed. "We're all under orders to retreat."

"Meropia has been taken over! Other Resource Centers are being threatened. I'm not running away. I don't care if General Dann issued those orders himself."

"He did."

"So? Report me," challenged the arrogant Meropian pilot. The Del Zur fighter was silent.

I was picking up a faint relay on another frequency so I switched communications. "Here, Sammer," I said as I boosted my signal.

He was brief and to the point. "I'm leaving this sector, Astra. You've got half an andromite

to return to the cruiser. We've sustained some damage. Can't wait."

"This is where I get off," I relayed to my companion fighter pilots.

"Backing out on us! Just what I'd expect from some shaking she-goat of a—"

I cut him off. I knew Meropia had an abundance of herd animals, but that bit of knowledge gave me no comfort when compared to one.

I headed back. It was going to be close. The enemy was massing fast. It wouldn't be long before they closed off this entire section of the galaxy. Our fortification in these parts was nothing to brag about.

When I was able to get a fix on the cruiser I also picked up several foreign spacecraft between me and my destination. Their hulls had been hammered out of some purplish ore from an unknown world. I'd never make it back to Ozgorth on my own with the amount of fuel I had left. And who knew how many fuel ports had been taken over between here and home? I set my automatic missile rate and pleaded with Sammer to assist me.

"We've got no power," Sammer apologized softly. "All our energy had been diverted to our shields."

While I was cursing in three different languages I heard a maniacal yell over the relay as a fighter veered into view. Another soon followed with a distinctive DZ on its underside. They were dodging in and out, drawing fire, and keeping the other ships at bay.

I saw an opening and I made for it. The dock portal of the cruiser was just ahead when I saw the Meropian fighter enveloped in the hot white light of incendiar fire. I hesitated while I switched channels. I picked up his signal, an urgent "Go!"

As soon as I was safely aboard the cruiser I ran to the communications console. I was feeling powerfully dizzy. "M-whatever-77 ... Are you all right?" I couldn't detect the ship's presence on the screen, but I was getting an energy reading from the relay.

Finally, "Not serious. You got aboard safely?" His tone was even, but his voice was breathless.

"Fine." I shouted to be heard over the crackle of static. My head was pounding unmercifully. "Who do I thank?"

"... Stafford."

"Fine, Stafford. I'd like to thank you for—"

He answered with the best human rendition of a bleating goat that I'd heard in a long time. I must have fainted, because that's all I

remember hearing before waking up in the Cryogenics Center on Aldeberon.

4 Tanedel 1866

"Astra Calla? Astra Calla, can you hear me? You should be able to. Auditory functions manifest themselves before physical . . . or so theory states."

"What the—" Did my lips form the words, or was it just a thought? A rush of fire in my extremities. What is happening? Curiosity or hunger, it's hard to gauge which is the stronger.

Findlay, the family Healer, seems nervous and excited. It isn't every cycle he gets to revive a patient who's been frozen for nearly three andromedes. "You've been internalizing food for two cycles, Astra Calla. No! No, don't try to sit up. We're going to take things slowly."

Don't say *we* when you mean *me*, Healer."

"Our long sleep didn't improve our temperament—"

"Findlay!"

"Your temperament, sorry."

I scanned the uniformed figures in the room. My family was not among them. "Where's my father? What's been happening? The attack on Meropia."

"Later, when you're stronger."

"I feel fine. I have three andromedes of catching up to do! I don't want to remain ignorant of what's been going on for an andromite longer than I have to! Is there a console with a data bank?"

"What do you want to know?"

"What happened to Erand?"

"Missing, presumed dead."

I had expected this, but that didn't make it any easier. "Got any other great news?" I snapped.

Findlay looked shaken. "Later, on my word as a Healer, later."

I slept a lot for someone who had been doing little else for the past three andromedes. It was great to finally be able to consume solid food again and to move around. There were guards with me throughout all my waking and sleeping moments. Age, rank, or bribes didn't matter. Their conversation had a narrow range from the climate of Aldeberon to my progress.

I couldn't contain myself much longer. I pounced on Findlay during his next visit. "I'm starved for news! If you don't start talking I'm going to start screaming, loud, and for a prolonged period of time!"

"I would advise against that," said my father stepping through the archway into the room. Once the formalities of the father-daughter reunion had subsided such as wild

screaming, crying, hugging, and kissing, I had a good look at General Leander Dann. The strain of being military commander of the Ozgorthian Empire had taken its toll. His hair was greyer, his face more lined than I remembered.

"What've you been doing that's so important that it had priority over seeing your daughter?" I demanded.

"Two things: One, Findlay ordered me not to upset you. Healers outrank even generals in matters of health," he replied with a glance at the departing Healer. "Two, I've got an upcoming battle on my hands."

"Battle? With who?"

"The Ormolunes. You were present at the time of their first invasion."

"Ormolute . . . Ormolune . . ." The name sounded vaguely familiar. It conjured up eerie foreboding feelings like a past crime resurfacing.

"Let's review your knowledge of history. Who was Ormolu?"

"Wasn't he a sorcerer also known as Ormolu the Immortal?"

"Correct. He was an interstellar invader who was unsuccessful in his attempt to take over Ancient Ozgorth. The sect called Moonriders were other travellers from the same galaxy who rebelled against him. Their "magic" became our science. Much of our technology was modeled on these precepts."

"That explains why our beam weaponry and ships are similar."

My father nodded and continued, "These invaders are from the distant Dugar System. Many of our probes have penetrated that region, but none ever survived to transmit information back to us."

"What happened after the attack on Meropia in the Pleiades System?"

"You missed the most important battle of my career . . . Our fleets against the Ormolunes. You can monitor it on a history relay. We've made studies of their tactics from 'The Big Battle.'"

"What did they hope to gain?"

"Control of our rich Resource Centers."

"Control the Centers, control the Empire,"

I put in.

"We've routed the Ormolunes from most of our galaxy, but we have our suspicions that there is at least one more hold-out. An Ormolune robot ship with a recorded message heading in the direction of this Resource Center was intercepted. It threw down the gauntlet so to speak. It gave us the grandiose option of dying in battle against the Ormolune fleet or surrendering immediately."

I knew my father attached little meaning to the word surrender. "What's your strategy?" I asked.

"It's not clear just where or when the robot ship was to arrive. We believe we have an advantage this time. We've calculated its source of origin and traced the Ormulune craft to a nearby Resource Center. Come with me." He led me to an adjoining room. Projected on the far wall was an impressive computer display showing possible combinations for the upcoming battle. His fingers flew over the terminal and I watched units move as he tapped the keyboard.

"The manufacturers call this model SEUIS. It stands for Strategic Engagement Ultrafast Integrated Simulator, but around here we refer to it as Shoot 'Em Up In Space.

"Are you familiar with the famous Terran generals, Alexander and Napoleon?" he drilled me.

I nodded and recalled to mind the ancient history of a planet in a neighboring galaxy.

"Alexander and Napoleon had only fifteen to twenty possible ways to conduct their battles," he informed me. "My computer gives me thousands." He sighed and muttered, "I think Napoleon and Alexander were better off."

"Do you plan all your battles on this machine?"

"I always try my strategy against the computer to see how it defends itself."

"Who won this battle?"

"I did."

"Good."

"No, that's bad," he explained. "I was playing the Ormulunes. The computer was playing me."

We were interrupted by a flashing light on the short range scanner panel.

"There they go," my father said, his eyes rivetted to the screen. "Our first squadron was just launched. I'll need some good fighters in reserve, Astra Calla. How are you feeling?"

"Great. Is *The Starwedge* here?"

"Maintained in good repair and ready."

"I feel even better!"

"Are you certain?" His eyes searched my face. "Have you felt dizzy at all lately?"

I shook my head no. "You mean I might not be cured?"

"No cure has been tried. Didn't Findlay tell you . . ." My expression clearly revealed that he had not told me anything. My father hesitated, troubled as he punched some buttons on the console. "Remember the robot ship the Ormulunes sent with their ultimatum?"

We had no idea of its motive so we designated all power to planetary defensive shields. This caused a drain on most other systems. The equipment maintaining your temperature was nonoperational for awhile. Findlay was going to put you under again, but all tests indicate that you're in remission."

He answered my next question before I could ask it.

"There is no way of knowing for how long. At the first sign of symptoms returning you must seek out the nearest Cryogenics Center and be readmitted," he stressed.

"Didn't Findlay relay Terra for a cure?"

"Andromedes ago. Long distance communications are difficult with the Ormulunes trying to monitor and disrupt our signals. We can only hope that one of our messages got through and a telluric cure arrives safely."

An officer strode into the room. "The grounded Ormulune robot ship has been fitted with a sub-standard relay system, General Dann. The technicians say she'll fly, but she hasn't been tested yet. Shall I have Agent Moonrider be on the ready?"

"Proceed as planned." My father remembered that I was in the room. His hand strayed absently from my hair to my shoulder. "You'd better suit up. Stand by for the next squadron."

Neither one of us cared to explore the unpleasant aspect of our possible defeat. "Standard security rendezvous at the capital?" I asked assuming that we'd both live through this cycle.

He nodded and left, his mind totally focused on his mission.

I gasped involuntarily as I passed the small screen the officer was engaged at. The image I caught before the screen went dark was an insert from a file labeled: MEROPIAN PILOT STAFFORD.

"Sorry, Astra Calla," apologized the officer. "Restricted information."

I waved this off with a shrug as I backed out of the room. My memory had been jarred.

I suited up, checked on my beloved *Starwedge*, and reported to squadron commander Chamberlain. There were still several andromites before our departure so I sought out a portable data bank.

Besides universal affairs, it was interesting catching up on who had achieved what rank and who had married among my friends. And then there was a certain Pilot Stafford who had been expelled from APOE on various charges including misuse of uniform, violation of direct orders, and profiteering. With the amount of

reaches that the price on his handsome head equalled, I could almost buy myself a new fighter.

The visual relay showed Pilot A. L. Stafford's intense dark eyes under unruly hair of the same color. He looked no older than my eldest brother, Quentallis. Something just didn't feel right. Here was a person who had risked his life for the Ozgorthian Empire just three andromedes ago. There was another file on Stafford that I couldn't get access to without the proper code.

I gave up when I heard the signal for my unit and headed for my ship.

Once more among the stars as I headed toward the bright star where the Ormolune fleet lay it was as though I'd never left. I cleared my relay system and picked up Commander Chamberlain's voice.

"Hadson, you're our champion."

Good choice, I thought as I watched Hadson's fighter break formation in pursuit of an enemy ship. He was a veteran of the civil uprising on Garrity five — make that eight — andromedes ago. All modesty aside, I'm not that bad myself. Then again, no one in my squadron would have lived through a season if they weren't good.

I noticed an awkward enemy fighter that was having trouble maneuvering. It couldn't ease itself clear of its line in time and actually hit several of its own ships. The Ormolunes turned on their own ship and fired. Damaged, it soared out of range. I kept my eye on it. The Ormolune fighter was heading steadily away from the battle.

I flipped open my relay switch to Commander Chamberlain's channel. "Shall I pursue? It may be going to warn others."

I never heard a reply. I cringed at the blast of the enemy's full force direct hit that sent twisted fragments of our commander's ship somersaulting into view. With a surge of anger I raced after the single fleeing Ormolune craft.

I had just passed Seline and Seult, the moons of Stacer, when I had a brief dizzy spell. It passed quickly and I was gaining on the Ormolune ship so I ignored it. I adjusted my homing missile rate as the enemy ship spiraled into Stacer's orbit.

I had stopped on Stacer once for provisions. This planet was a bustling mercantile dream. It was one of the most populous planets in the system. If the enemy craft managed to make a landing its pilot just might be able to lose himself in a crowd. As I feared, the Ormolune ship headed for the deserted sand lands of Stacer.

The pilot did some impressive maneuvering, but not enough to evade all of my missiles. Crippled, the vessel was going to have a rough landing. I followed it down, the Ormolune craft seemed to be fighting against itself all the way.

I saw the nose of the fighter ploughing through the ground like a burrowing animal whose tail is on fire. I landed and made my way through the haze of settling sand that billowed up from the force of impact. I had the eerie feeling that I was being watched as I approached the wreckage. This side of the planet was uninhabitable. The sand lands of Stacer were a sharp contrast to its teeming cities.

The noise of something metallic falling from the wreck caused me to draw my hand incendar from its holster.

"Hail."

Startled, I fired. I squinted through the drifting sand cloud and made my way cautiously toward the sound of coughing. No one could have survived this crash I told myself. But there he was, disheveled and dirty, yet I recognized the face from the data bank I had viewed. The uniform was torn, but I could see the Ormolune insignia it bore.

Stafford nursed his left arm. "Easy with that thing," he managed to gasp. "I didn't survive that landing just to be blasted at again."

I shook my head incredulously. "You shouldn't have lived through that."

"My sole purpose in surviving was so that we could finally meet face to face, Astra Calla."

"How do you know who—"

"Your face has been on every relay system in the galaxy. You're a public figure. Your father runs the Empire."

"My Empire, Stafford," I corrected him.

"You remembered my name. How kind," he smiled.

"Stop joking," I snapped, furious that he had put me in the position of his captor. I had the traitorous desire of not wanting to turn him in. "I have to take you into custody."

"Do you hear me protesting?" He smiled his maddening smile again.

"My ship is a one-seater but I can convert it," I told him as I motioned him over.

He limped a little as he walked. "Cozy," he remarked.

"I'm taking you to Stacer's Directorial."

"You can't do that, Astra. I'm a high criminal. You've got to take me to Ozgorth."

"The Directorial can take you to the capital."

"Afraid to make the trip alone with me?"

"Get in."

We rode in silence until I broke out of

Stacer's orbit.

"Changed your mind, eh?" Stafford wondered.

I was pondering my next move as I fingered my relay controls. "All right!" I screamed at him. "Why did you go over to the enemy? Why?"

He looked out the dome. "I didn't. I'm your bodyguard . . . Astra, are you all right? You're very pale."

For the first time I noticed that my hands were trembling at the controls. "I don't know . . ."

Stafford reached across and lent a hand with the instruments. "Why don't we change places? Let me fly this thing. You can keep an incendiar trained on me."

I agreed feebly. I could picture my arrival on Ozgorth. I hoped the visual relay crews were busy elsewhere. There's nothing like an ultradimensional view of one's image throwing up projected throughout the galaxy. The incendiar in my hand shook.

"Steady," Stafford said.

"I'd make a great hostage," I pointed out. "If I take you to Ozgorth they'll execute you as a traitor."

"Your duty permits you no other choice," Stafford replied as we continued towards Ozgorth.

"Then he's not a traitor?" My relief was obvious and my father smiled.

"Putting a price on his head was the only sure way we had of getting him safely into our hands. Presently he's helping to settle Noneva Minor."

My father's joy was unmistakable. "We've won, Astra Calla. All is quiet in the direction of the Dungan System."

"I'd still watch that sector," I advised him.

"With great care," My father winked.

"And you say Stafford's on Noneva Minor?"

I know what I'm going to do next. I'm going to find Stafford. He's got a lot of explaining to do.

GLOSSARY

Androme: one hundred years, an Ozgorthian century

Andromede: an Ozgorthian year

Andromite: a brief unit of time, an Ozgorthian minute

APOE: an acronym for Aerial Protection of the Ozgorthian Empire, a military organization

Brandon, Idelia: spokeswoman from Garrity,

served on Ozgorthian triumvirate from 1866-1869

Cycle: an Ozgorthian hour as well as an Ozgorthian day

Danede: third month of the Ozgorthian year
Dann, Astra Calla: (see Stafford, A.C.)

Dann, Leander: great general of the Ozgorthian Empire, served on the triumvirate from 1859-1876

Early Space Wars Era: period of galactic expansion for the Ozgorthian Empire, Ozgorthian Empire, 1750-1850

Findlay of Aldeberon: celebrated Healer of Ozgorthian Empire, received Remedist's Degree in Cryonics

Finial: twelfth month of the Ozgorthian year
Ilan, Elsinor: Elfjord, native of Ozgorth, served on the triumvirate of the Ozgorthian Empire from 1853-1873

Lizardmen: reptile-like race originating in the Ozgorthian Empire, now extinct

Madella, Maxwell: spokesman native of Helio Minor, served on the triumvirate of the Ozgorthian Empire from 1866-1869

Ormolunes: invaders from the Dungan Galaxy, routed from the Ozgorthian Empire after a conflict in 1866

Ozgorth: capital planet of the Ozgorthian Empire

Reacher: monetary unit of the Ozgorthian Empire

SEUIS: an acronym for Strategic Engagement Ultrafast Integrated Simulator, referred to in close circles of the Ozgorthian military as Shoot 'Em Up In Space

Stafford, Astra Calla: born Astra Calla Dann, daughter of General Leander Dann, founder of Starwedge Air Bus Inc., wife of A.L. Stafford

Stafford, A.L.: renowned military agent of the Ozgorthian Empire, alias Moonrider

Techno Era: period of technological advancement for the Ozgorthian Empire, 1500-1750

Zorg: primitive beast race native to the Ozgorthian Empire

CREDITS

Game Design & Programming — John Lyon

Rule Book — David Siefkin

Excerpt from Chronicles of Ozgorth — Marcia Trusk

Customized Disc Operating System — Roland Gustafsson

Art and Graphic Design — Louis Saekow, Kevin Heney and Don Woo

Typesetting — Abra Type

Printing — A&a Printer and Lithographers

SUMMARY OF MENUS

BUILD GAME PHASE MENU

- 0. EXIT
- 1. Save your CREATED game
- 2. Choose a map
- 3. Make a Fleet
- 4. Change Prototypes
- 5. Deploy Your Fleet

FLEET MAKING PHASE MENU

- 0. EXIT
- 1. Create a NEW fleet
- 2. READ a Fleet from disc
- 3. WRITE your Fleet to disc
- 4. MODify your Fleet

MAP SELECTION PHASE MENU

YOU MAY:

- 0. EXIT
- 1. READ map from disc
- 2. WRITE map to disc

CHANGE PROTOTYPES PHASE MENU

- 0. EXIT
- 1. Modify Squadron Prototypes
- 2. Modify Cr & Ft & production